Game documentation for Arcadia 2001 system.
Part No 1006
Cartridge no. 18

STAR CHESS CARTRIDGE GAME INSTRUCTIONS

I. GENERAL

1. Be sure the POWER Switch is in OFF position. (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into each Controller keyboards (see figs. 1 & 2).
3. Insert cartridge into console (Game name should face you).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.

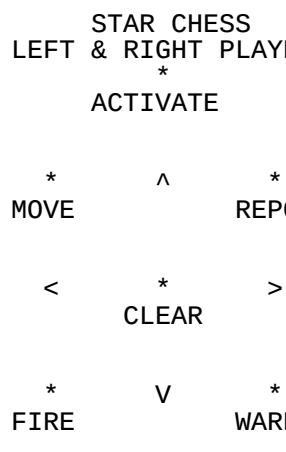

FIG. 1
OVERLAY

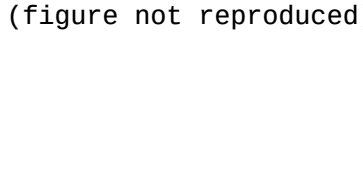

FIG. 2
HOW TO INSTALL OVERLAY

OBJECT OF THE GAME:

1. STAR CHESS is a game of fun and strategy for two players.
2. STAR CHESS is based on the well-known game of chess but your chessmen are space ships engaged in Galactic Warfare.
3. Move your spaceships similar to thos moving chessmen in chess.
4. Instead of capturing pieces in chess, you can weaken or even destroy your opponent's spaceships by firing missiles at them.
5. To win the game you have to destroy or capture your opponent's "COMMANDER" (KING).
6. Each spaceship is equipped with a certain number of missiles (from 2 to 7) and a certain number of shields (from 2 to 7). The missiles are used to attack and the shields will protect the spaceship from attackers.

TO PLAY THE GAME

I. START THE GAME:

1. Insert game cartridge into console frame. (Game name should face you)
2. Insert mylar overlays into keyboard. Game name should face you.
3. Press POWER Switch to "ON". Red lamp will light up.

4. Press "RESET' button. A gun fire sound will be heard and chess board is moving.
5. Press "START" button. Game is ready to play. There are 16 spaceships on each side.
6. The green color "SPACE SHIPS" (or "CHESS SHIPS") on the Left are controlled by Left player, the orange coor on the Right are controlled by the Right player.
7. These is a small square cursor in the upper left square. This curesor is:

a) An Indicator for whose turn it is by position on the LEFT (BLUE COLOR CURSOR) or RIGHT (YELLOW COLOR CURSOR);
b) Used as your guide to specify which spaceship you want to control and where you want to direct it to or aim it at.

8. The Left player always start the first move.

II. STAR BASE:

1. The two squares occupied by the COMMANDER (KING) and DESTROYER (QUEEN) of each player is called the " STAR BASE ".
2. Your STAR BASE serves as an armory for any of your spaceships. Once you Spaceship has been moved into the STAR BASE the Spaceship will be replenished by one missile for every turn you move in. The Spaceship can be replenished with missiles with its max. capacity (from 2 to 7 missiles depending on the Spaceship).
3. The shields of a Spaceship cannot be replensihed.
4. The STAR BASE will not protect your Spaceships being attacked by enemy Spaceshipls.

TO MOVE SPACESHIP

1. Move the cursor, by pressing the direction button (UP, DOWN, LEFT, RIGHT), to the Spacehip you want to move.
2. Press "MOVE" button.
3. Move the cursor to the square you want to mover your Spaceship. These moves are simular to regular chess moves. i.e., pawns 1 box forward, castle in straight line etc.
4. Press "ACTIVATE" button. The Spaceship will then move to the square you selected.
5. Computer will sound a high-tone if the move is prohibited, low-tone to indicate move is ok.
6. If you change your mind before you press "ACTIVATE" button, you may press "CLEAR" button and start again.

TO FIRE MISSILE:

To make a direct attack on an opponent's Spaceship in an attempt to wipe out its shield protection and eventually destroy it, proceed as follows:

1. Move the cursor to your own attacking Spaceshipl
2. Press "FIRE" button.
3. Move the cursor to the square occupied by the Spaceship you want to fire at.
4. Press "ACTIVATE" button.
5. A missile is released from your Spaceship, bullet is firing from your Spaceship to the enemy ship.
6. From 1 square away to have 95% to "HIT" your target, but from 7 squares away, only 66% chance you will hit the target.
7. If you miss your target, the missile will explode on one of the 8 squares surrounding your target Spaceship and will damage or destroy any Spaceship occupying that square - ven your own.

8. When you hit your target, it doesn't mean the target will be destroyed. (At least one defence shield is wiped out when hit.) 50% of the time you will wipe out 2 defence shields, less than 1% chance you will destroy a Spaceship with 7 shields (KING or QUEEN) at first hit.
9. After the firing has ceased, an explosion will be shown on the screen. One explosion shows you have weakened your target. Two explosions means you have destroyed it. The Spaceship will disappear from the screen after it has been destroyed.
10. If all the missiles from four Spaceship which you selected for the attack have been used up, then you will automatically miss a turn to move.

TO REVIEW THE STRENGTH OF A SPACESHIP

You have a chance to know the strength (i.e. MISSILES/SHIELDS) of any Spaceship on the screen. By doing this you will loose your turn to move

1. Take the cursor to the Spaceship you want to review.
2. Press "REPORT" button.
3. Press "ACTIVATE" button.
4. On the bottom of the screen you will see the strength of the Spaceship. The "+" on the left side shows the missiles on the Spaceship. The "|" on the right shows the defence shields the Spaceship has.
5. This report will stay on the screen until you press "CLEAR" button.

TO WARP

You may move one of your Spaceships from the board either because it is causing an obstruction in your line of attack or because it is in danger of being destroyed. You can launch the Spaceship out into "Hyperspace".

1. Take the cursor to the Spaceship to be warped.
2. Press "WARP" button.
3. Press "ACTIVATE" button.
4. The screen will show the Spaceship being warped.
5. The Spaceship will disappear from the board and will return after a random number of moves.
6. When the warped Spaceship is returning, a landing engine sound will be heard and the Spaceship will land to an entirely random location, and will destroy and Spaceship which happens to be on the square.
7. If a COMMANDER (KING) happens to be destroyed by the landing of a warped Spaceship, then the game is over.
8. You can only warp one of your Spaceships at a time, if you warp a second Spaceship before the first one is returned, you will loose your first Spaceship. i.e. You can only keep one Spaceship warped at any time.

END OF GAME - "CHECKMATE"

1. If one of the players looses his COMMANDER (KING) or his COMMANDER been captured or "WARPED" the game is over.
2. The cursor of the winner will "Dance" on the bottom or the screen and a "Victory" tune will be played to signify the victory.

TO START NEW GAME

1. Press "RESET" button.
2. Press "START" button.
3. It is ready for a new game.